

CSE 220: Systems Programming

Introduction

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Welcome to CSE 410

My name is Ethan Blanton.

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Office Hours: Monday 10:00-12:00
Wednesday 15:00-16:00
or by appointment

The syllabus is available on the course web page, at
<https://www.cse.buffalo.edu/~ebblanton/course/cse220/>.

So are these slides!

Systems Programming

This course is concerned with **systems programming**.

You will learn:

- More about the structure and properties of **computer systems**
- How **architecture** affects **programs**
- How to effectively write **efficient** and **correct** programs
- The **C programming language** and **POSIX API**

Programming in Context

Programming doesn't occur in a vacuum.

Computer systems **have greatly influenced** our:

- Programming languages
- Development tools
- Preferred algorithms

This course will help you **understand that context**.

Expectations

For this course, I expect that you:

- Will be **respectful** to me, TAs, classmates
- Attend **every lecture**
- Attend **every lab**
- **Adhere strictly** to the academic integrity policy
- Will seek assistance **early** if necessary
- Meet prereqs; among other things:
 - Have some experience programming
 - Understand linked lists and object references

Most of all, **behave as adults** and strive to **maximize** your and your classmates' **learning experience** in this course.

Academic Integrity

I take academic integrity **very seriously**.

Violators **will**

- **fail this course**, and
- be **referred upward** for further sanctions.

I and the TAs will watch for violations.

Automated tools will be used to identify shared code.

Online resources (*e.g.*, Stack Overflow, GitHub) will be monitored for copying.

Academic Integrity (*continued*)

You **may**:

- Seek help from instructors
- Discuss **concepts** with classmates
- Use anything from the text **with clear attribution**

You **MAY NOT**:

- **Share code** with classmates
- **Use code** from *anywhere else*
- Discuss **implementation** with classmates

Academic Integrity — Good Practices

To avoid AI questions, please:

- **Be careful** with permissions on code on GitHub, Bitbucket, shared UB filesystems, *etc.*
- **Don't even look** at each others' code!
- **Cite everything**
- Review the **department** [↗](#) and **University** [↗](#) policies

*If in doubt, **ask!***

Having a Pleasant Semester

I intend for this course to be **fun and rewarding**.

You'll get out of it **what you put in**; no more, no less.

I do not take well to grade negotiation.

If you want a **better grade**, do **better work**.

If you're willing to put in the time, **I'm willing to help**.

Other Policies

Entire submissions or exams will be re-graded **only for grading errors**.

No incompletes will be given.

No makeup exams will be given.

No grades will be changed for **any reason** other than grading error.

Course Materials and Activities I

Materials to learn from:

- **Lectures**
- **The primary text:** *Computer Systems: A Programmer's Perspective (Third Edition)* by Bryant and O'Hallaron [2].
- **The secondary text** *The C Programming Language (Second Edition)* by Kernighan and Ritchie [3].
- **Assigned** (required) readings
- **Suggested** (optional) readings

Course Materials and Activities II

Activities to learn from:

- Projects
- Lab activities
- Homeworks (assigned but not graded)
- Lab Exams
- Exams

Readings

Most lectures will have both **required** and **optional** readings.

Readings will appear at the end of the slides.

You must read the required readings **even if I do not mention them in class**.

You may wish to read the optional readings:

- to expand your understanding of related topics
- to help you understand the required material

Assistance

Our primary forum for assistance will be [Piazza](#).

You should have been added to our course Piazza.

Please consult existing postings before asking a question!

- However, if you're not sure your question is answered, ask!
- If you wish to include code, solutions, *etc.*, send a private message to the instructors!

I will post important course announcements and materials to Piazza.

Platform

We will be learning about [Linux](#) on [x86-64](#).

This is a very common and easily obtainable platform.

To help you, I have prepared a [virtual machine image](#).

You should use this image if possible.

You are [not required](#) to use it, but your submissions [are required](#) to work on it!

Programming Projects

A significant portion of your course grade will be projects.

- These are **individual projects**.
- Projects will be written in C.

Projects must run on the **course VM image**.

You should download and configure this image in a VM.

GitHub Classroom

We will use GitHub Classroom

- for assignment distribution
- for providing assistance

You **must have** (or create!) a GitHub account.

You are expected to **use git and GitHub** for development.

E.g., TAs won't look at code unless it's on GitHub!

Info:

- Git help: [Git book](#) , [tutorial](#) , [Google](#) 

Project Assistance

Your TAs will be your primary source of help for projects.

To get the most out of your TAs, **do**:

- try the obvious things first,
- create minimal examples to show problems, and
- **consult the documentation.**

To avoid wasting TA time and failing to get help, **don't**:

- ask for help before you've tried to understand the problem
- **start at the last minute.**

Programming Tools

I will talk a lot about **tools** this semester.

You will be expected to use a few tools for this course:

- The C compiler
- `make`
- The `gdb` symbolic debugger
- A programmer's editor
- Others ...

We will help you learn these tools.

Editors

I don't care what editor you use, but **it must be a programmer's editor**, and be capable of:

- Syntax highlighting
- Automatic indentation
- Brace/parenthesis/*etc.* matching
- Extensibility

Neither I nor the TAs will help you if you are not using an appropriate environment when you seek help!

My personal recommendation is **Emacs**.

Emacs is installed and configured on the VM image.

Project Submission

We will submit using **Autograder**.

Submission rules:

- Submitted w/in 24 hours of the deadline: -20%
 - Doesn't count Saturday or Sunday
 - Doesn't count University holidays
- Projects submitted after 24 hours will not be accepted

Example 1: Project is due Friday at 11:59 PM, turned in Monday at 3 PM — 20% penalty.

Example 2: Project is due Monday at 11:59 PM, turned in Wednesday at 12:15 AM — not accepted.

Grading

Passing this course requires three major conditions:

- Completion of the AI quiz with perfect score
- Completion of Lab 01 with perfect score
- At least a 60% average on all exams and lab exams

Failure to achieve **any of these three points** will result in failure in the course.

Your course grade will be calculated per the information in the Syllabus.

Today's Assignments

Immediately:

- Read the [Syllabus](#).
- Join our Piazza instance.

By **Beginning of lab this week**:

- Create a [GitHub account](#) if you don't already have one.
- Download and install the course VM.

By **Friday, 2018-09-07**:

- *Complete the Academic Integrity Quiz* at https://www.cse.buffalo.edu/~eblanton/misc/academic_integrity/ and turn it in on [Autograder](#).

Lab

We have labs this week!

Next Time ...

- An overview of C
- An overview of the POSIX API
- A little bit about data types

References I

Required Readings

- [1] Ethan Blanton. *Course Syllabus*.
<https://www.cse.buffalo.edu/~eblanton/course/cse220/materials/2019-0S/syllabus.pdf>.
- [2] Randal E. Bryant and David R. O'Hallaron. *Computer Science: A Programmer's Perspective*. Third Edition. Pearson, 2016.
- [3] Brian W. Kernighan and Dennis Ritchie. *The C Programming Language*. Second Edition. Prentice Hall, 1988.

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